

# Shardmind

Shardminds are psionic beings that manifest their physical form by manipulating crystal in order to create their bodies and interact with the physical world.

**Psionic Beings.** Once a shardmind has formed its body by using innate and instinctual psychic power, it becomes bonded to that particular form. If destroyed, its mind is set free and will instinctively seek out another formation of crystal which it can use to form a new body. This new shardmind, however, loses much of its memory and personality beyond its core being, meaning that each reincarnation of a shardmind is effectively a completely different being.

**The Lost Gate.** Shardminds used to all be part of one entity known as The Living Gate. This entity was an immense crystalline gateway that opened up into the Far-Realm, a place of aberrations and other-worldly monsters. When The Living Gate was destroyed, its consciousness fractured into multitudes, these pieces of the once godly being became the first shardminds.

**Cosmic Philosophy.** All shardminds wish to see The Living Gate restored, however, there is some debate as to how best achieve that goal. Because of this, many shardminds wander the multiverse in seek of a method to meet this end, and are not always cooperative with others of their kind. There may even be some shardminds who wish to remain independent of the whole. Such individuals often seek to subvert the efforts of other shardminds to ensure that they remain separate.



## SHARDMIND WARSEEKER

Medium construct (humanoid), lawful neutral

**Armor Class** 18 (full-plate)

**Hit Points** 84 (13d8 + 22)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	16 (+3)	14 (+2)	11 (+0)

**Damage Resistances** psychic

**Condition Immunities** exhaustion, All diseases

**Senses** passive Perception 12

**Languages** Common, Primordial, Telepathy out to 30 ft.

**Challenge** 5 (1,800 XP)

**Living Crystal.** The shardmind does not need to eat, sleep, drink, or breathe.

**Furious Mind.** When the shardmind has fewer than 42 hit points at the start of its turn, it immediately goes berserk. It gains 10 temporary hit points, and until it finishes a long rest all attack rolls are made with disadvantage. All damage rolls add 2d6 to the damage dealt.

### ACTIONS

**Multiattack.** The shardmind uses its shardswarm if available and makes two greatsword attacks.

**Shardswarm (Recharge 5-6).** The shardmind splits parts of its body into tiny fragments that swarm all creatures within five feet of it. Those creatures must succeed on a DC 15 Dexterity saving throw or be affected by the shards until the end of the shardmind's next turn. All attack rolls are made with advantage against any affected creatures. When the effect ends, the shardmind may teleport up to 10 feet from its current location.

**Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

**Heavy Crossbow.** *Ranged Attack:* +4 to hit, reach 100/400 ft., one creature. *Hit:* 7 (1d10 + 2) damage.

### REACTIONS

**Psionic Rebuke.** When a creature the shardmind can see within 30 feet makes an attack roll not targeting the shardmind, that creature takes 4 (1d8) psychic damage or half as much on a successful DC 15 Wisdom saving throw. On a failure, the creature is also stunned until the end of its turn.

Made with Giffyglyph's Monster Maker

## SHARDMIND DOMINATOR

Medium construct (humanoid), lawful neutral

**Armor Class** 15 (natural armor)

**Hit Points** 84 (13d8 + 22)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	20 (+5)	14 (+2)	14 (+2)

**Skills** Arcana +8, Deception +5, Perception +5

**Damage Resistances** psychic

**Condition Immunities** exhaustion, All diseases

**Senses** passive Perception 15

**Languages** Common, Primordial, Telepathy out to 30 ft.

**Challenge** 6 (2,300 XP)

**Living Crystal.** The shardmind does not need to eat, sleep, drink, or breathe.

### ACTIONS

**Multiattack.** The shardmind uses its shardswarm if available and one other action

**Shardswarm (Recharge 5-6).** The shardmind splits parts of its body into tiny fragments that swarm all creatures within five feet of it. Those creatures must succeed on a DC 15 Dexterity saving throw or be affected by the shards until the end of the shardmind's next turn. All attack rolls are made with advantage against any

affected creatures. When the effect ends, the shardmind may teleport up to 10 feet from its current location.

**Dagger. Melee Weapon Attack:** +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

**Overwhelming Mind.** One creature within 60 feet that the shardmind can see must succeed on a DC 17 Intelligence saving throw. On a failed save, the shardmind can force that creature to move up to half its speed and make a melee or ranged attack against a creature of the shardmind's choosing.

**Mind Swarm (1/Day).** The shardmind creates a psychic field in a 25 foot square centered on a place it can see within 120 feet. This psionic field lasts for 1 hour. Any creature in the area when the psychic field is created takes 17 (5d6) psychic damage, or half as much on a successful DC 17 Wisdom Saving Throw. When a creature ends its turn within the area of the field, the shardmind can force that creature to move up to half its speed in any direction.

**Psionic Puppet (Recharge 5-6).** The shardmind attempts to dominate a creature it can see within 60 feet. The target must succeed on a DC 17 Intelligence saving throw or be dominated. A creature dominated in this way is under the effects of a dominate person spell for 1 minute. The creature may repeat their saving throw to free themselves every time they take damage.

Made with Giffyglyph's Monster Maker



**Thought Builders.** Among the schools of thought regarding the restoration of their form, there are three primary doctrines. There are those who seek to create a new Living Gate and to imbue it with the psionic power necessary to keep the influence of the Far Realm at bay. These shardminds call themselves Thought Builders.

**The God Shard.** Those that subscribe to belief in the God Shard think each shardmind must seek to acquire as much personal power as possible. Since they are each a fragment of the Living Gate, their own power is the force that keeps the Far Realm from destroying the universe. They hold themselves to the highest standards of training and seek to destroy all evil outsiders who do not belong in this part of the multiverse. It is thought that one day an individual will rise to take up the mantle of God Shard, and serve as a new deity in the pantheon to replace The Living Gate which was lost so long ago. Most God Shards are unaligned and revere no deity.

**Shard Slayers.** Shard Slayers believe that when a shardmind dies, its consciousness is returned to the remains of The Living Gate, where it shores up a small amount of strength within the once great bulwark against the Far Realm. Thus, they seek to kill as many shardminds as possible, starting with the adherents of other philosophies. As a precautionary measure, they also seek out fragments of the Living Gate that have not yet awakened to sentience, and destroy them as well, hoping to reduce the number of shardminds that will exist in the future. Shard Slayers are hated among other shardminds, and many counted among them do so out of self preservation, for they do not wish to be destroyed.

## Shardmind

Shardminds are crystalline creatures consisting of hundreds of small shards of translucent green, white, red, or amber crystal assembled into humanoid form and animated by a force of pure psionic energy. Shardminds choose their forms to mimic the shapes of humanoids; some take on forms that seem more masculine, while others appear more feminine. A shardmind's animating force glows dimly from within each of its component shards, emanating most brightly from where the eyes of a natural humanoid would be. This inner light sheds dim light in a shardmind's space, but a shardmind individual can squelch the light with an instant's concentration in order to hide in the dark, for example.

The crystalline fragments making up a shardmind's body are in constant, silent motion, almost like the circulation of blood. When a shardmind is stunned or unconscious, it might lose control of the tight mental reins that keep its body in humanoid form, a few shards slipping free into orbits around its body until the shardmind regains control.

**History.** Shardminds are sentient fragments of the Living Gate, which once stood at the pinnacle of the intricate lattice of the Astral Sea. Beyond the gate lay the alien Far Realm, and the gate's destruction during the Dawn War resulted in the rise of the mind flayer empire. Though Ioun's power holds the portal closed, shardminds seek to rebuild the gate and forever cut off the Far Realm's ability to influence the world.

**Society.** They don't have gender and don't reproduce, but the shardminds alive today aren't the same ones that sprang to life during the Dawn War. Shardminds say that the Living Gate shattered into countless fragments, each one of those fragments a fractured piece of the whole. Each shardmind is an awakened portion of the gate's consciousness, and each time an awakened shardmind is killed, another one somewhere in the universe stirs to consciousness.

Shardminds are fragments of pure thought given life and substance. They are logical, emotionally distant, and naive to the ways of society in the world. Some approach life with innocent curiosity, eager to embrace the wealth of experiences the world has to offer, while others remain reserved and aloof, bearing a higher purpose in mind at all times. Though they often seem dispassionate, when a strong emotion seizes them, they experience it powerfully.

**Shardmind Names.** Amazu, Arshati, Balaya, Dihu, Hunraya, Kushu, Nashishi, Nashtu, Ruani, Runnashtu, Sanati, Ubaku

### Shardmind Traits.

**Ability Score Increase.** Your Intelligence increases by 2, and your Wisdom or Charisma increases by 1.

**Age.** Shardminds are constructed as fully mature creatures and do not age.

**Alignment.** The shardmind tends to be drawn to structure and logic, as such they are typically lawful. On the spectrum of good and evil each shardmind must decide for themselves what that means to them.

**Size.** Shardmind are typically between 5'9" and 6'3" with sturdy appendages and sleek bodies. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Living Crystal.** You are a living crystalline construct. You don't need to eat, drink, breathe, or sleep and you

are immune to all non-magical diseases. You do still require at least 6 hours of rest each day, however, during which time you are fully conscious and able to do non-strenuous activities such as reading, keeping watch, sewing a hole in your clothing, or anything else that doesn't require great effort.

**Magical Origin.** As a being of arcane creation, you are proficient in the Knowledge (Arcana) skill.

**Shardswarm.** You can use the Shardswarm ability. As a bonus action, parts of your crystalline body splinter into tiny fragments and swarm all creatures of your choice that are within 5 feet of you. Each creature must succeed on a Dexterity saving throw with a DC equal to 10, plus your proficiency bonus, plus your Constitution modifier. Any attack roll against an affected creature has advantage if the attacker can see it. This effect lasts until the end of your next turn. When the effect ends, you may teleport up to 10 feet from your current position. You must finish a long rest before using this ability again.

**Telepathy.** You can communicate telepathically with any creature as long as they are within 30 feet of you, on the same plane, and you share a language.

**Innate Psionic Power.** You have resistance to Psychic damage. Additionally, you know the Mage Hand cantrip. When you cast mage hand using this feature, the spell is invisible and does not require verbal or somatic components.

**Languages.** You can speak, read, and write Common as well as the Terran dialect of Primordial.

